AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for managing time-sensitive packetized data streams at a receiver, comprising:

receiving a time-sensitive packet of a data stream;

comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

either dropping or playing the packet based on the comparison. ~~analyzing an energy level of a payload signal of the packet; and~~

~~determining whether to drop the packet based on the energy level of the payload signal.~~

2. (Currently Amended) The method of Claim 1, further comprising:

storing the packet in a buffer; and

~~determining whether to drop the packet based on the energy level of the payload signal~~ either dropping or playing the packet based on the comparison and a fullness of the buffer.

3. (Currently Amended) The method of Claim 2, further comprising determining whether to insert a filler packet based on the comparison ~~energy level of the payload signal~~ and the fullness of the buffer.

4. (Original) The method of Claim 1, wherein the time-sensitive packet comprises a real-time packet.

5. (Original) The method of Claim 1, wherein the payload signal is a voice signal.

6. (Currently Amended) The method of Claim 1, wherein analyzing the energy level of the payload signal of the packet comprises:

determining a short term average energy of the payload signal;

determining a noise floor estimate; and

comparing the short term average energy and the noise floor estimate~~; and either dropping or playing the packet based on the comparison~~.

7. (Canceled)

8. (Canceled)

9. (Original) The method of Claim 3, wherein determining whether to insert the filler packet comprises:

determining if an underrun condition exists in the buffer; and

determining if a previous packet can be repeated or if a new packet needs to be inserted.

10. (Currently Amended) The method of Claim 2 ~~Claim 1~~, further comprising ~~wherein determining whether to drop the packet comprises~~ determining whether an overflow condition exists in the buffer.

11. (Currently Amended) A set of logic encoded in media for managing time-sensitive packetized data streams at a receiver, the logic, when executed by a computer, operable to:

receive a time-sensitive packet of a data stream;

compare an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

either drop or play the packet based on the comparison. ~~analyze an energy level of a payload signal of the packet; and~~

~~determine whether to drop the packet based on the energy level of the payload signal.~~

12. (Currently Amended) The logic of Claim 11, further operable to:

store the packet in a buffer; and

~~determine whether to drop the packet based on the energy level of the payload signal~~ either drop or play the packet based on the comparison and a fullness of the buffer.

13. (Currently Amended) The logic of Claim 12, further operable to determine whether to insert a filler packet based on the comparison ~~energy level of the payload signal~~ and the fullness of the buffer.

14. (Original) The logic of Claim 11, wherein the time-sensitive packet comprises a real-time packet.

15. (Original) The logic of Claim 11, wherein the payload signal is a voice signal.

16. (Currently Amended) The logic of Claim 11, wherein the logic is further operable to:

determine a short term average energy of the payload signal;
determine a noise floor estimate; and
compare the short term average energy and the noise floor estimate~~; and either drop or play the packet based on the comparison~~.

17. (Canceled)

18. (Canceled)

19. (Original) The logic of Claim 13, wherein the logic is further operable to:
determine if an underrun condition exists in the buffer; and
determine if a previous packet can be repeated or if a new packet needs to be inserted.

20. (Currently Amended) The logic of Claim 12 ~~Claim 11~~, wherein the logic is further operable to determine whether an overflow condition exists in the buffer.

21. (Currently Amended) A system for managing time-sensitive packetized data streams at a receiver, comprising:

means for receiving a packet of a data stream;

means for comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

means for either dropping or playing the packet based on the comparison.

~~means for analyzing an energy level of a payload signal of the packet; and~~

~~means for determining whether to drop the packet based on the energy level of the payload signal.~~

22. (Currently Amended) The system of Claim 21, further comprising:

means for storing the packet in a buffer; and

~~means for determining whether to drop the packet based on the energy level of the payload signal~~ means for either dropping or playing the packet based on the comparison and a fullness of the buffer.

23. (Currently Amended) The system of Claim 22, further comprising means for determining whether to insert a filler packet based on the ~~energy level of the payload signal~~ comparison and the fullness of the buffer.

24. (Original) The system of Claim 21, wherein the time-sensitive packet comprises a real-time packet.

25. (Original) The system of Claim 21, wherein the payload signal is a voice signal.

26. (Currently Amended) The system of Claim 21, further comprising: ~~wherein means for analyzing the energy level of the payload signal of the packet comprises:~~

means for determining a short term average energy of the payload signal;

means for determining a noise floor estimate; and

means for comparing the short term average energy and the noise floor estimate; ~~and~~

~~either means for dropping or means for playing the packet based on the comparison~~.

27. (Canceled)

28. (Canceled)

29. (Original) The system of Claim 23, wherein means for determining whether to insert the filler packet comprises:

means for determining if an underrun condition exists in the buffer; and

means for determining if a previous packet can be repeated or if a new packet needs to be inserted.

30. (Currently Amended) The system of Claim 22 ~~Claim 21~~, wherein means for determining whether to drop the packet comprises means for determining whether an overflow condition exists in the buffer.

31. (Canceled)

32. (Canceled)

33. (Canceled)

34. (Canceled)